CLAIMS

1. A video game controller hub, comprising:

   means for receiving a plurality of control input sets from a corresponding plurality of video game controllers, each of said control input sets comprising at least one control input;

   means for reducing said control input sets to at least one reduced control input set according to a reduction scheme; and

   means for providing said at least one reduced control input set to a video game console;

   wherein each reduced control input set determines an action of a separate on-screen entity; and

   wherein said video game controllers collectively control at least one on-screen entity.

2. The controller hub of Claim 1, wherein said reduction scheme specifies a mapping of said control input sets onto said at least one reduced control input set.

3. The controller hub of Claim 2, wherein said mapping is a one-to-one mapping of said control input sets onto said at least one reduced control input set; and

   wherein said controller hub is functionally deactivated and said control input sets are provided unaltered to said video game console.

4. The controller hub of Claim 1, further comprising:

   means for combining at least two of said at least one control input from said control input sets according to a combination scheme.

5. The controller hub of Claim 4, wherein said combination scheme specifies at least one combination procedure applied to at least two of said at least one control input, each of which

corresponds across said control input sets; said combination procedure producing a single control input within said at least one reduced control input set.

6. The controller hub of Claim 5, wherein said at least one combination procedure is applied to corresponding control input sets in accordance with said reduction scheme.

7. The controller hub of Claim 5, wherein said at least one combination procedure is based upon any of:

   a vote;

   a selection; and

   an averaging calculation.

8. The controller hub of Claim 1, wherein said on-screen entity comprises any of:

   a vehicle;

   a character; and

   a team.

9. The controller hub of Claim 1, wherein said reduction scheme is specified by a user of said video game console through a user interface.

10. The controller hub of Claim 4, wherein said combination scheme is specified by a user of said video game console through a user interface.

11. A method for reducing a plurality of control input sets provided from a corresponding plurality of video game controllers to a video game console by a video game controller hub, comprising the steps of:

   receiving said control input sets from said video game controllers, each of said control

input sets comprising at least one control input;

reducing said control input sets to at least one reduced control input set according to a reduction scheme; and

providing said at least one reduced control input set to a video game console;

wherein each reduced control input set determines an action of a separate on-screen entity; and

wherein said video game controllers collectively control at least one on-screen entity.

12. The method of Claim 11, wherein said reduction scheme specifies a mapping of said control input sets onto said at least one reduced control input set.

13. The method of Claim 12, wherein said mapping is a one-to-one mapping of said control input sets onto said at least one reduced control input set; and

wherein said controller hub is functionally deactivated and said control input sets are provided unaltered to said video game console.

14. The method of Claim 11, further comprising the step of:

combining at least two of said at least one control input from said control input sets according to a combination scheme.

15. The method of Claim 14, wherein said combination scheme specifies at least one combination procedure applied to at least two of said at least one control input, each of which corresponds across said control input sets; said combination procedure producing a single control input within said at least one reduced control input set.

16. The method of Claim 15, wherein said at least one combination procedure is applied to corresponding control input sets in accordance with said reduction scheme.

17. The method of Claim 15, wherein said at least one combination procedure is based upon any of:

a vote;

a selection; and

an averaging calculation.

18. The method of Claim 11, wherein said on-screen entity comprises any of:

a vehicle;

a character; and

a team.

19. The method of Claim 11, wherein said reduction scheme is specified by a user of said video game console through a user interface.

20. The method of Claim 14, wherein said combination scheme is specified by a user of said video game console through a user interface.